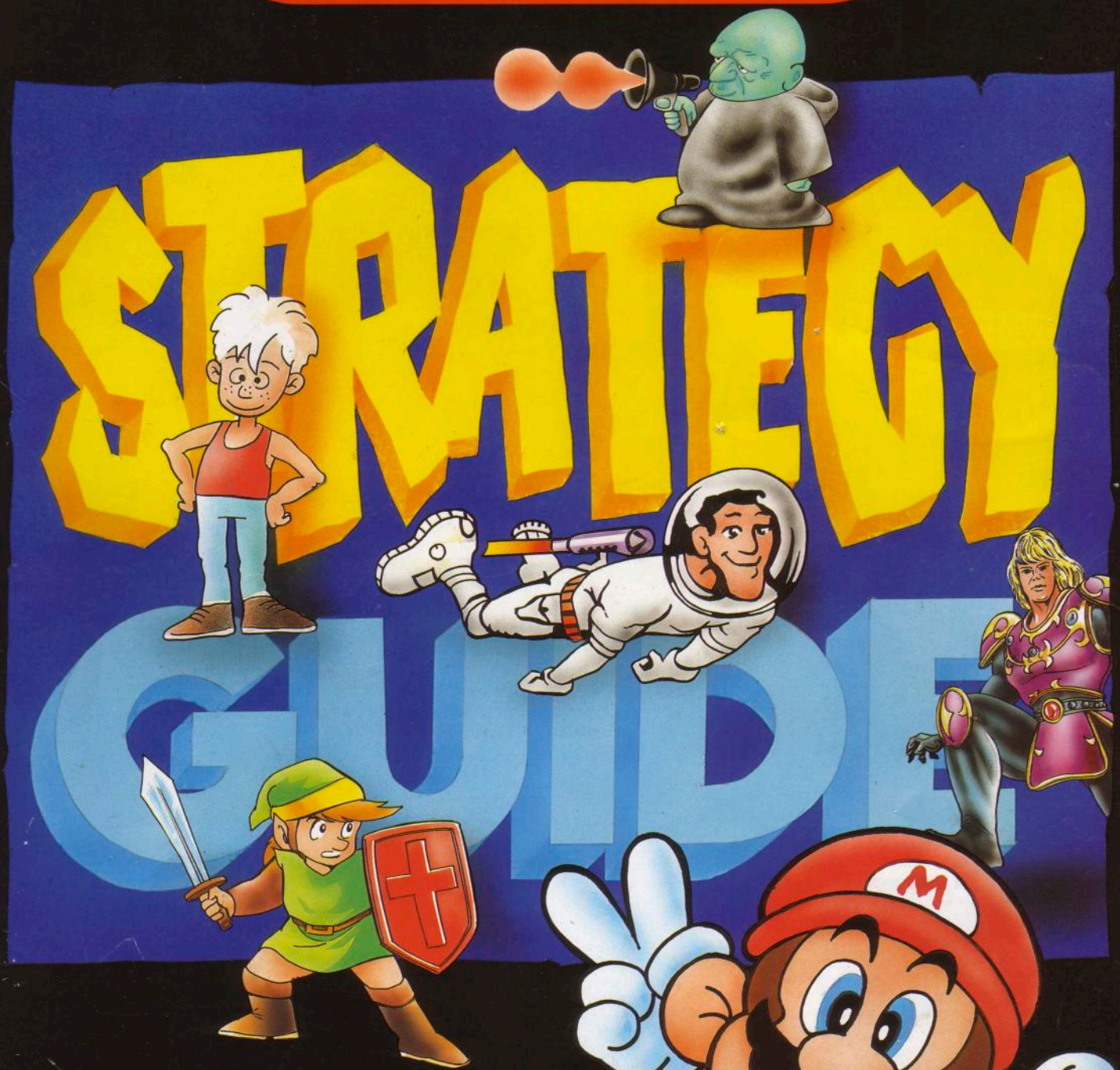
Club Nintendo®

STRATEGY GUIDE



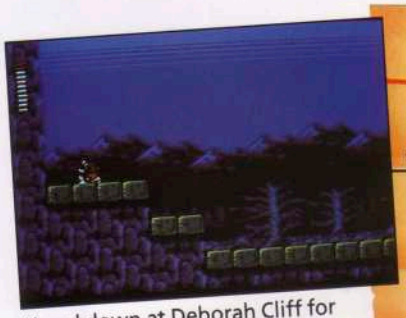
A QUICK WORD FROM MARIO!

"You want maps? You got it! Inside this exclusive Club Nintendo Strategy Guide, you will find maps and tips covering some of the most popular games on the NES. We'll lead you through the haunting lands of Transylvania, take you on a magical adventure through Hyrule, the home of Link, and then blast you through space with a lunatic of a Jetman! If that's not enough, three other detailed maps are featured, offering help on Zelda II, Goonies II and Fester's Quest!

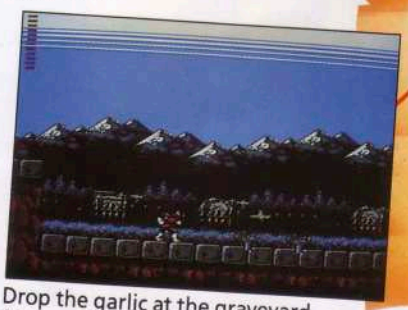
If you enjoy using this guide, and you find it helpful, please feel free to let us know. Additionally, if you have any ideas for future strategy guides, we will be happy to hear about them and even use some in a future guide!"

Simon's Quest™

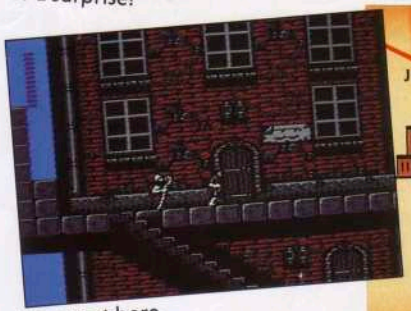
Simon's journey through Transylvania is a long and arduous one, with many dangerous challenges along the way. Searching the surrounding lands can also be difficult, so, to help you through the quest, we have printed a map and a multitude of tips!



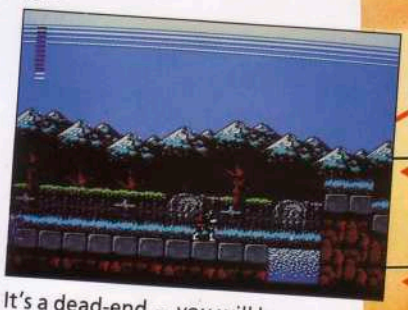
Kneel down at Deborah Cliff for a whirlwind of a surprise!



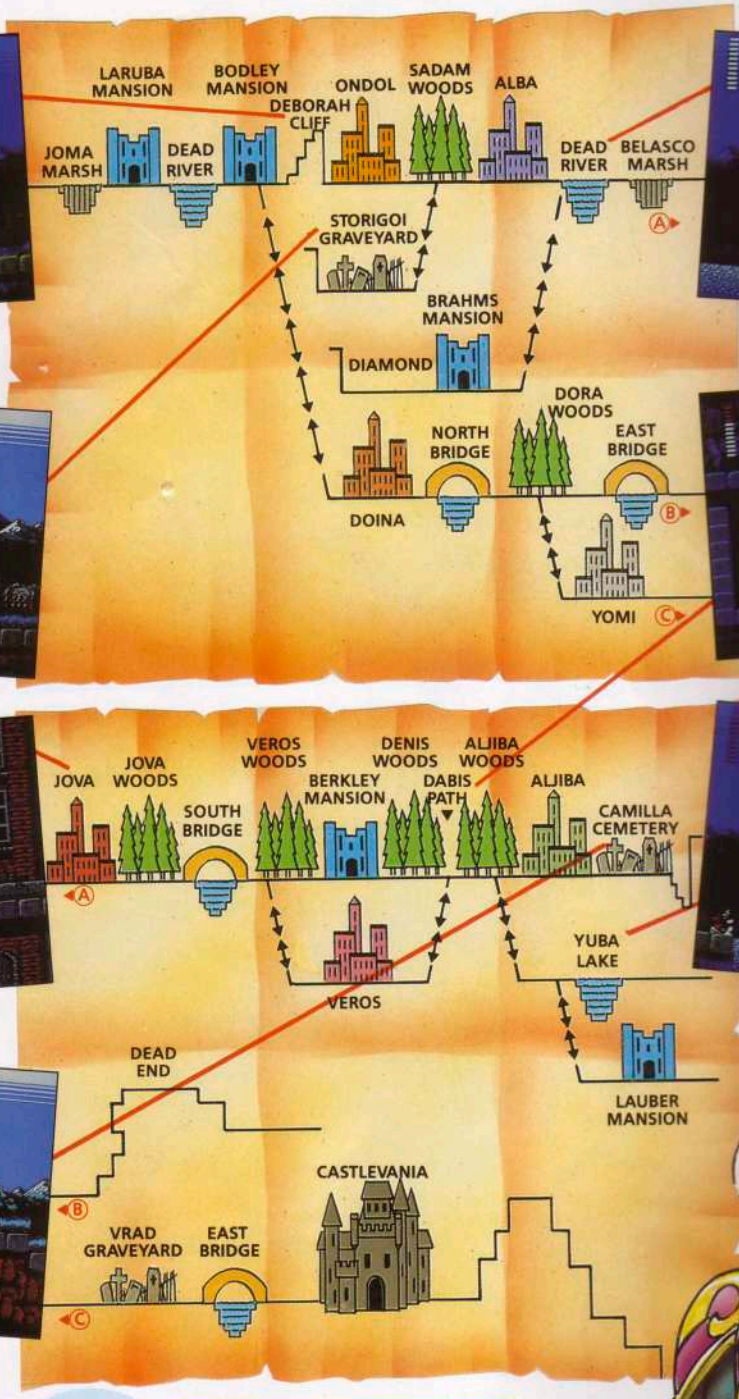
Drop the garlic at the graveyard for a surprise!

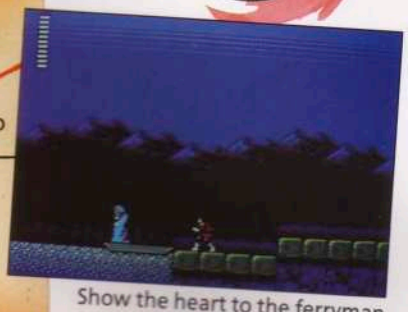


You start here

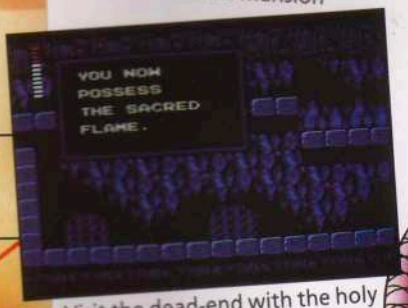


It's a dead-end – you will have to go back!





Show the heart to the ferryman to reach Brahm's Mansion



Visit the dead-end with the holy water for a vital power-up

Kneel down at the lake to reach the mansion

THE CRYSTALS

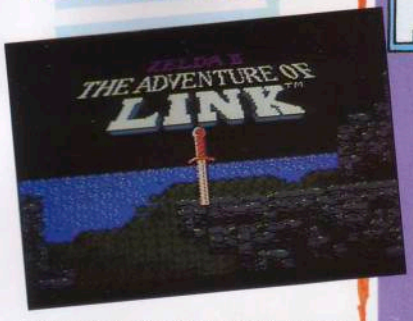
The magical crystals are the most important items in the game. Here's where to find them, plus the effect they have on the adventure.

CRYSTAL	LOCATION	EFFECT
WHITE	JOVA	Gives you a lift in Berkley Mansion
BLUE	ALJIBA	You'll need this to reach Lauber Mansion
RED	ALBA	Summons a whirlwind

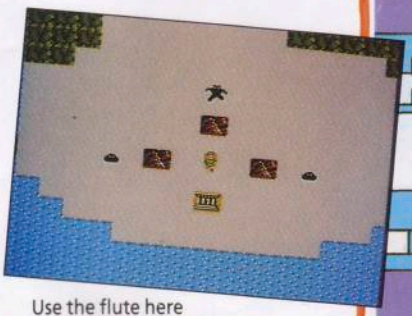
The Adventure of LINK

In Link's second fabulous adventure, he has to replace six magical stones in their respective statues, each hidden deep in maze-like palaces. Our hero's battles are legendary; his courage second to none. Yet even the greatest of warriors need a helping hand every now and again . . .

PALACE SIX
HOME OF BARBA



Before you enter the forboding sixth palace, you must first travel to the town of Kasuto, where you need to search for the elusive Magic Key. Visiting some of the townfolk, and casting a particular magic spell may help. From there you may travel on to the Palace.

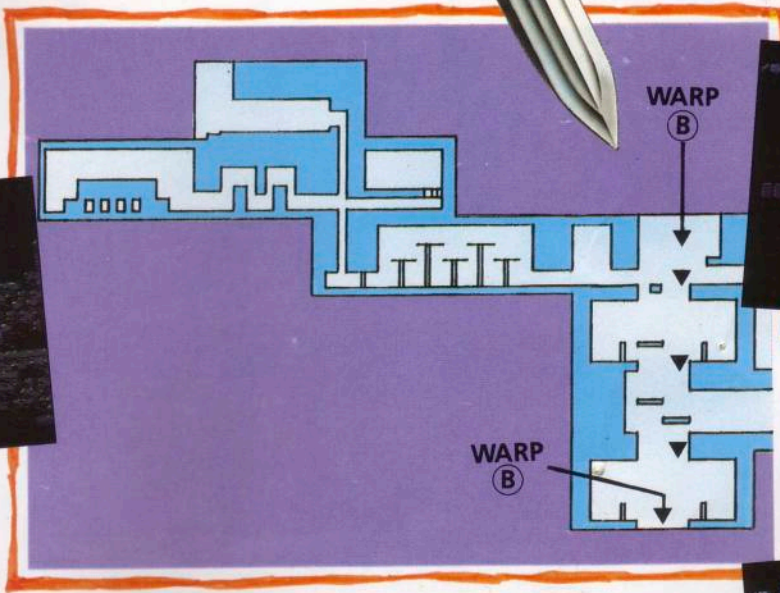


Use the flute here to make the palace appear

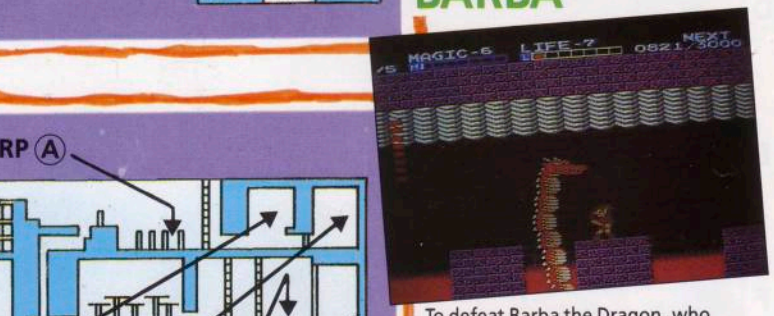
USING THE WARPS

To use a warp, decide on where you wish to go, and then put the magic selector on the FAIRY spell. As you are falling down the hole, wait for your destined screen, and then press SELECT to turn into the fairy, allowing you to fly out of trouble. You can then continue your perilous journey!

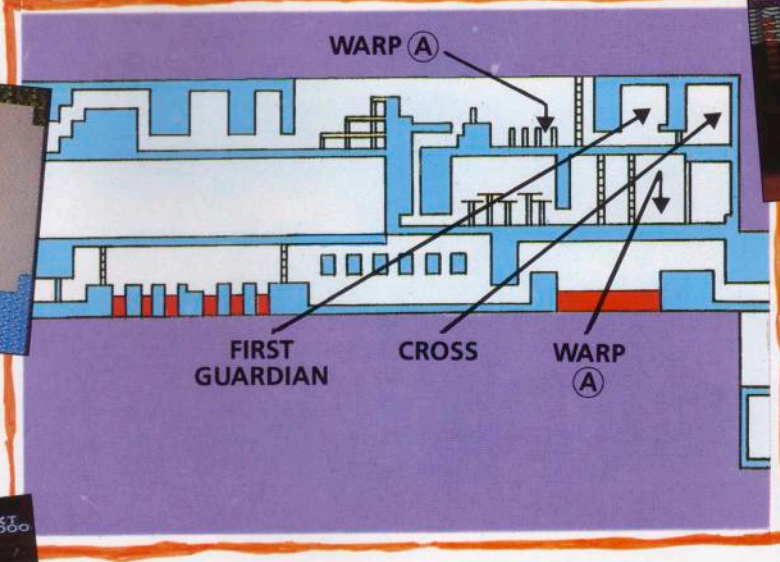
The exception is Warp A. This is like an invisible trap in the floor that has to be avoided. First, find out where it is (somewhere near the third pillar that you come to on that screen), and then cautiously approach it. Cast the JUMP spell and run towards the hole, jumping at the last moment. Hopefully, you will sail across, and will be able to head towards the cross.

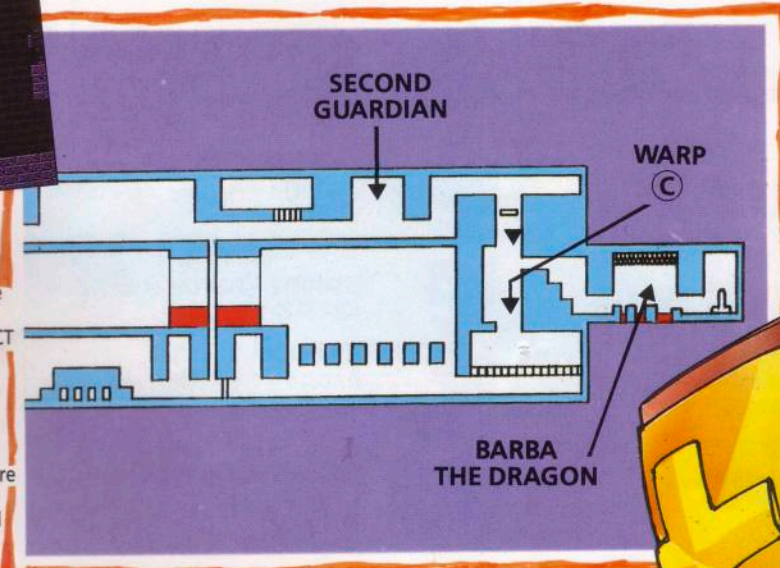


DEFEATING BARBA

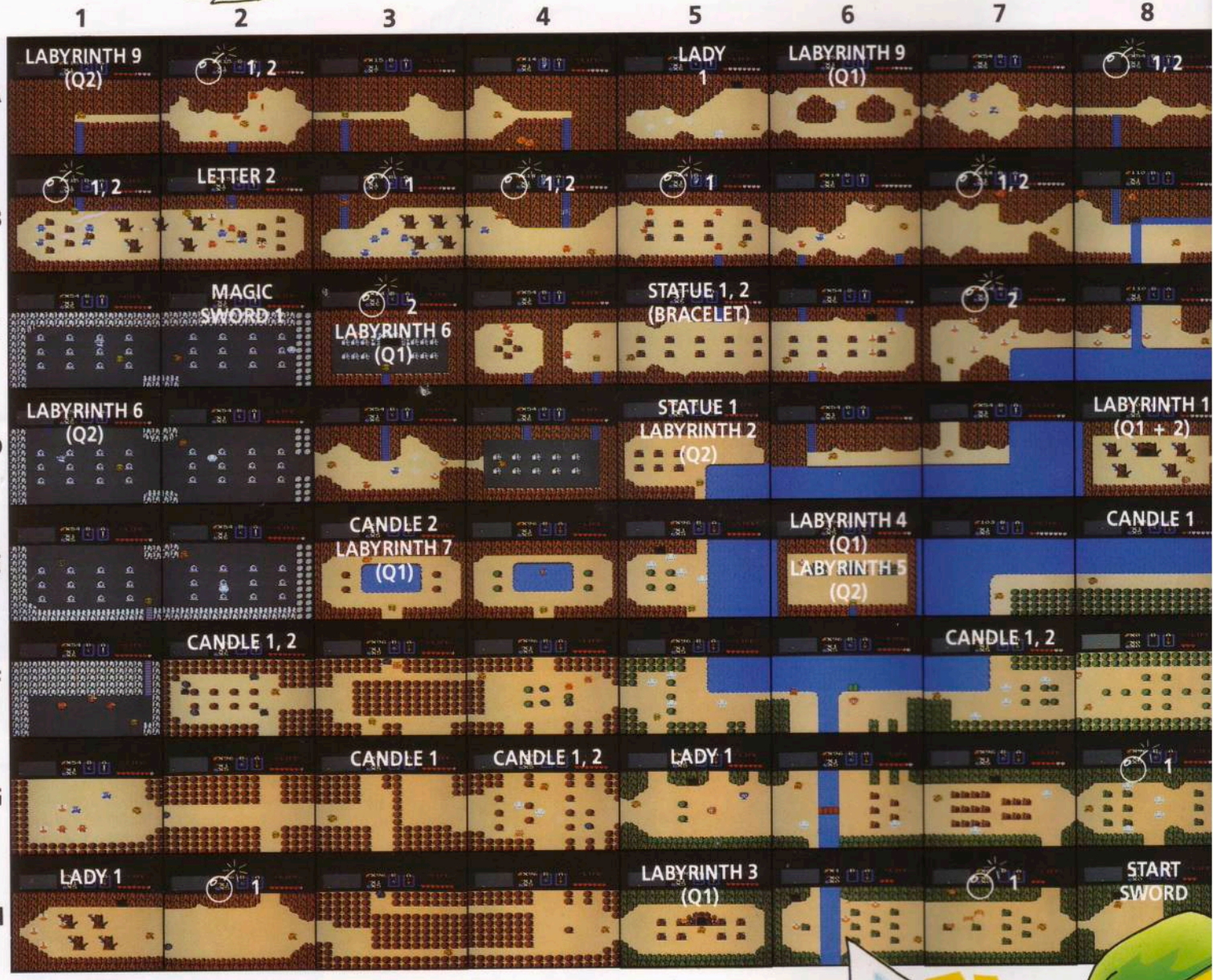


To defeat Barba the Dragon, who guards this particular statue, you will need to have near full magical energy. When you enter the room, head for the middle platform, and then cast the SHIELD, JUMP and REFLECT spells. Now, when Barba arises from his pool, jump and attack him with your sword. Avoid his flames, or deflect them with your shield, and then hit him as he comes back down. Timing, and patience, play a large role in this great battle.





The Legend of ZELDA



KEY

A number 1 next to an item refers to Quest 1, while a 2 refers to Quest 2

(BOMBSIGN) 1 – Place a bomb somewhere on this screen (Q1)

(BOMBSIGN) 2 – Place a bomb somewhere on this screen (Q2)

(CANDLE) 1 – Use the candle somewhere on this screen (Q1)

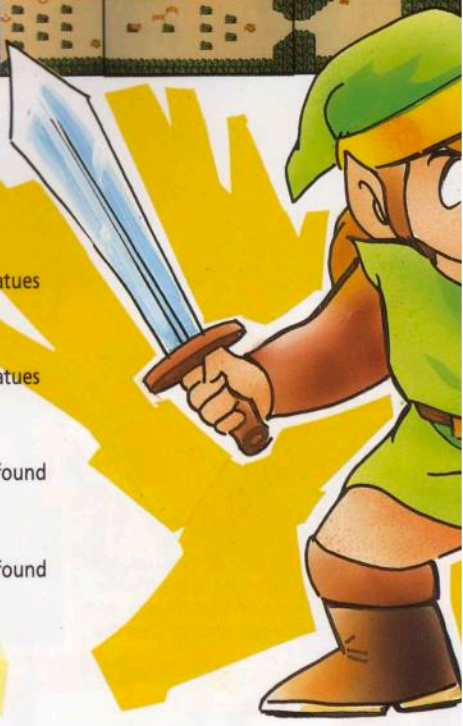
(CANDLE) 2 – Use the candle somewhere on this screen (Q2)

(STATUE) 1 – Push one of the statues (QUEST 1)

(STATUE) 2 – Push one of the statues (QUEST 2)

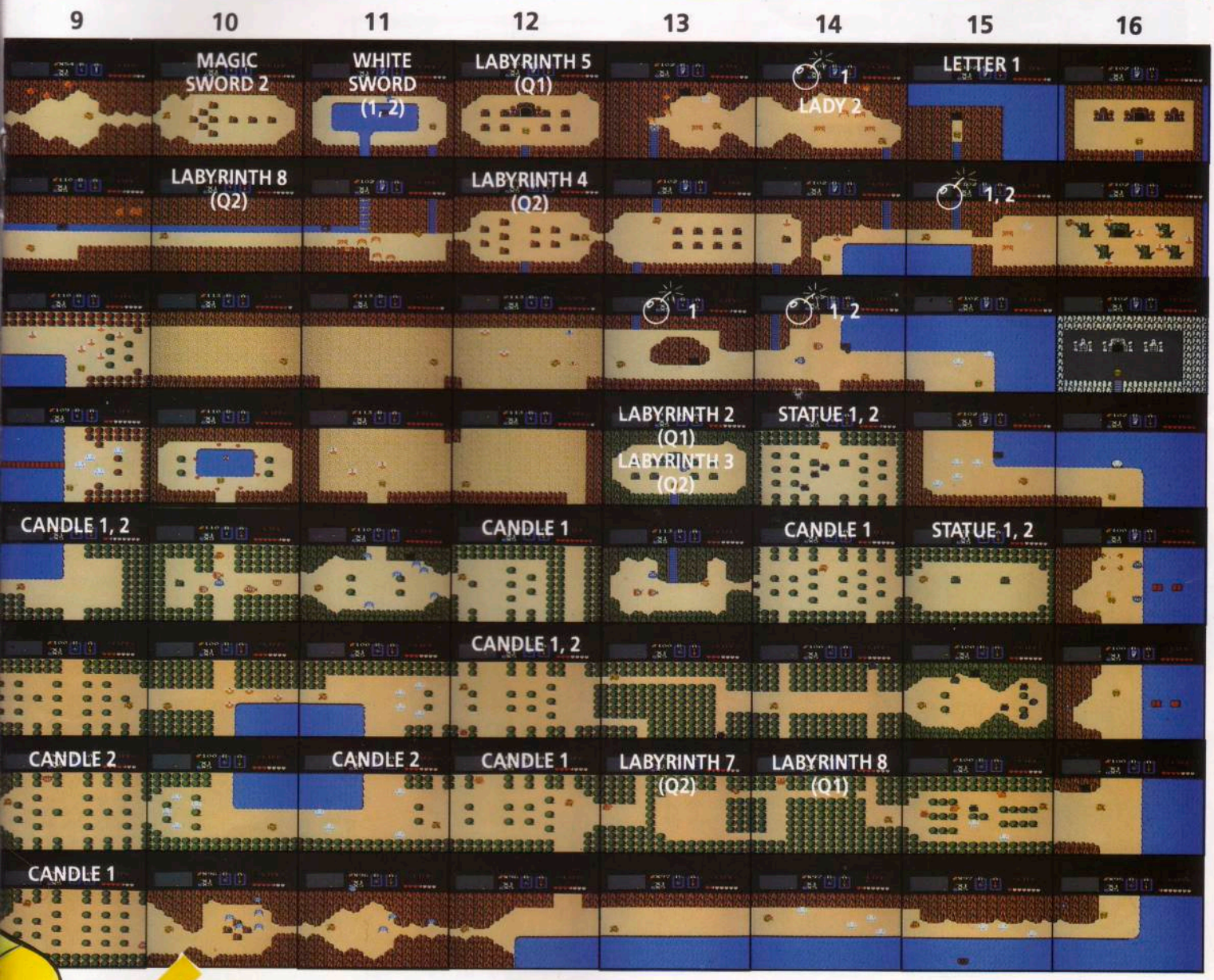
(LADY) 1 – The old lady can be found here (QUEST 1)

(LADY) 2 – The old lady can be found here (QUEST 2)



...nd of ...LDA™

Link's first adventure takes him far and wide across Hyrule, leading him to the most weird and wonderful of places. However there are lots of hidden screens that many adventurers may have missed, while there may be others who are new to the game who will benefit from learning about all the locations. Whatever it is you are searching for, the following map will have the answer!



THE LABYRINTHS

At a few of the labyrinth screens, you will have to perform a special task to make them appear.

FOR LEVEL 5
(QUEST 1) – go up four times from the Lost Hills

FOR LEVEL 7
(QUEST 1), and Levels 3 and 6 (QUEST 2), blow the whistle

FOR LEVEL 8
(QUEST 1) and Level 7 (QUEST 2), use the candle

FOR LEVEL 9
(QUEST 1) and Levels 8 and 9 (QUEST 2) use a bomb

FOR LEVEL 4
(QUEST 1) and Level 5 (QUEST 2) use the raft from one screen below

FOR LEVELS 2 & 4
(QUEST 2) push a statue or a stone

THE GOONIES II™

If there is one game that really challenges and defies players, it's Goonies II. A complicated warp system and hard-to-find items threaten even the most experienced player's sanity. Well, worry no more! Below you will find a map of the front and back stages of Konami's film adventure, along with a list of the location of most items, and how to get some of them. Good luck on reaching Annie!

LOCATION OF ITEMS

THE GOONIES 41, 17, 70, 60, 39, 61

MAGIC LOCATOR 3, 9, 13, 29, 34, 59

HAMMER 5

CATAPULT 8

CANDLE 14

TRANSCEIVER 14

GLASSES 19

JUMP SHOES 22

SPEED SHOES 25

BULLET PROOF VEST 26

BOMB BOX 41

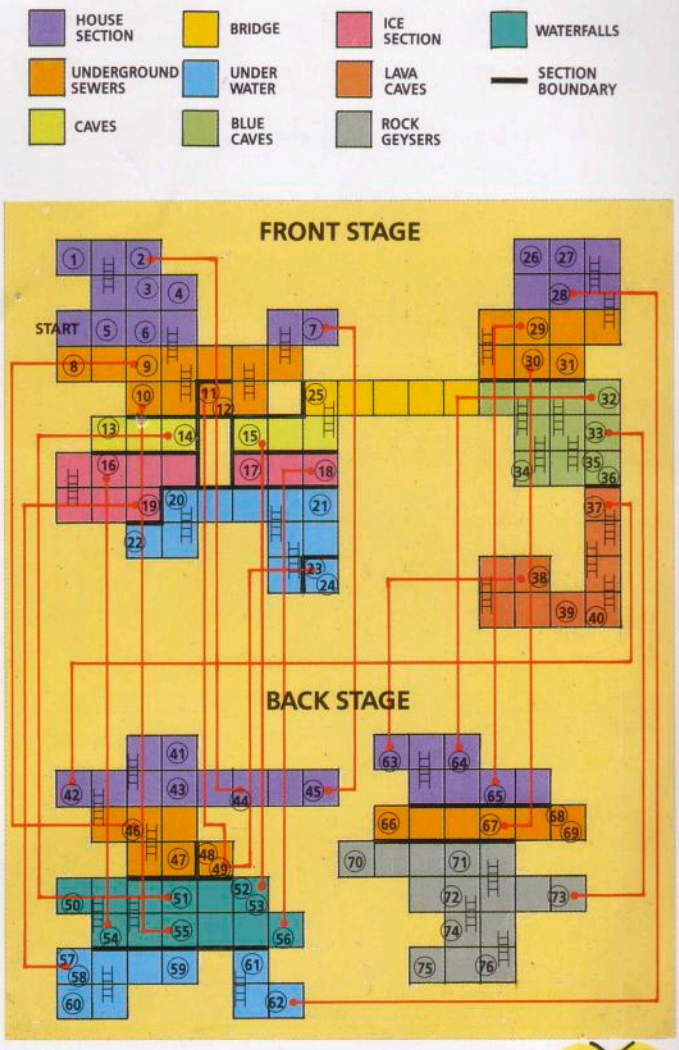
FIRE BOX 47

HELMET 50

LADDER 60

DIVING SUIT 74

WATERPROOF COAT 75



SPECIAL WARP STRATEGIES

To reach the top section of the Front Stage, you will need to use the hammer on the ceiling of room 6, and then the ladder to climb up. You will appear outside room 3!

HOW TO GET THE DIVING SUIT

Inside room 74, go left, then forward, use the hammer on the wall, and enter the newfound door. Now use the glasses to reveal the diving suit.

HOW TO GET THE LADDER

Inside room 60, punch the wall to make the ladder appear.

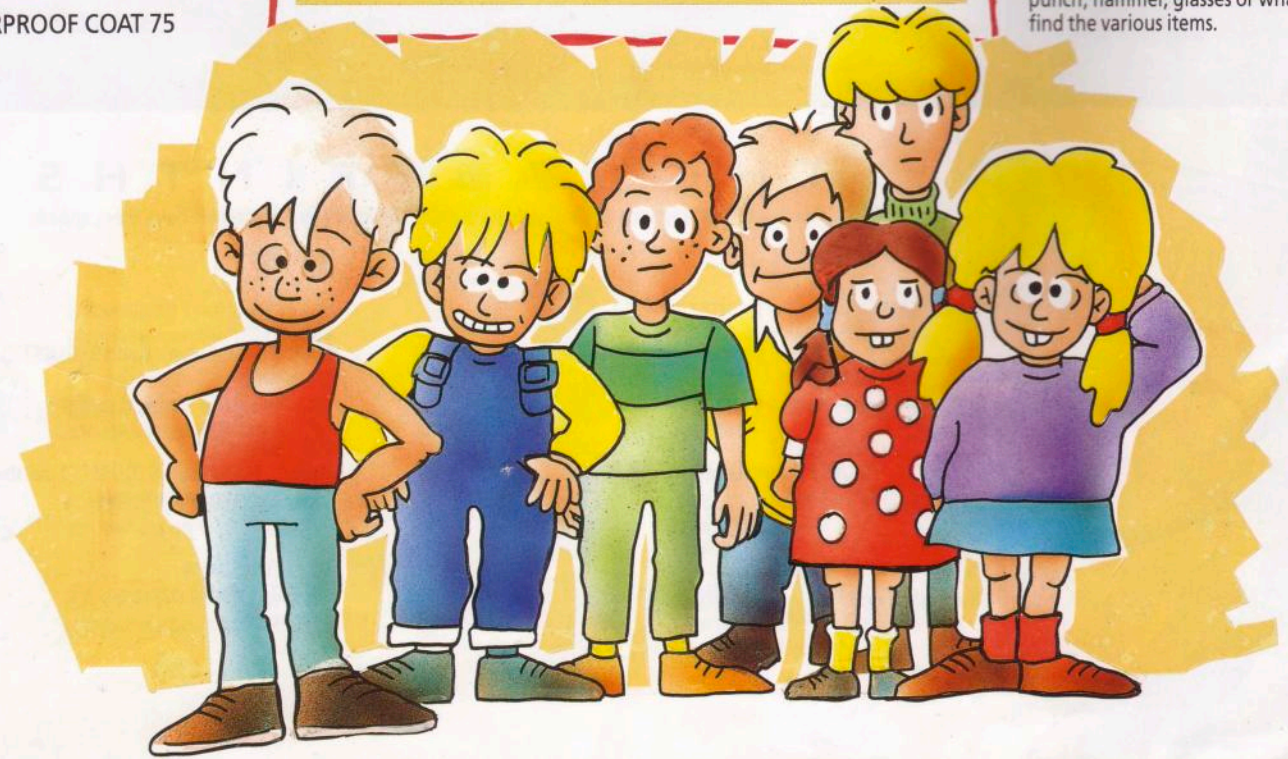
HOW TO FIND THE CANDLE

Enter room 14, go left and hit the lady five times.

FINDING THE SPEED SHOES

These can be found in a door which is hidden to the left of the start of the bridge. Use a bomb to make this door appear.

NOTE:
There are many different ways to make a safe, door or item appear in a certain room. Try using combinations of punch, hammer, glasses or whatever to find the various items.



SOLAR JETMAN

Hi fellow loonies! If there's one thing that makes my life difficult other than ugly bug-eyed aliens, it's small spaces. The first time I encounter them is on that cray-zee planet of Omebru – I mean, who would name a planet Omebru? Not a loony that's for sure . . .

THE PLANET OMEBRU

DATA FILE

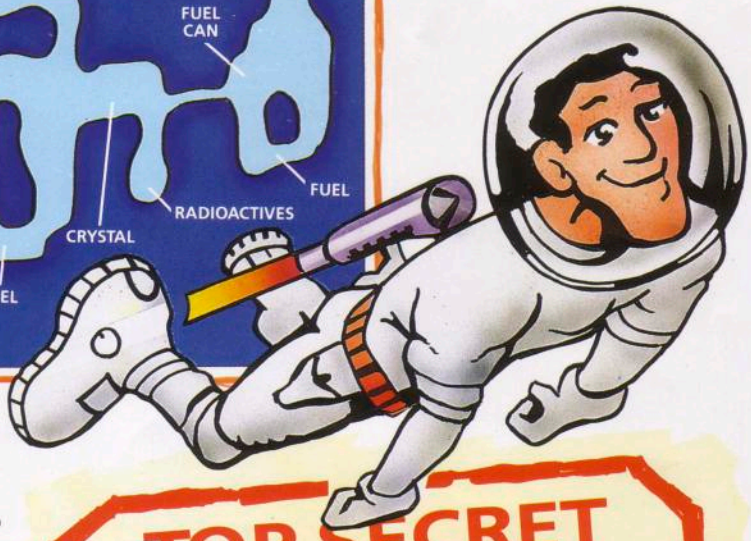
PLANET	OMEBRU
SYSTEM	ZANDOR
GRAVITY	16
DIMENSION	23
LOONY FACTOR	COULD DRIVE YOU NUTS!

If there is one good thing about this alien-infested, flea-bitten planet, it has to be all of the valuables lying around. Crystals, alien items and even radioactives are all up for grabs (listen, they may stink, but you can sure make

a mint by suckering some brain-dead alien into buying them!). If you are going to impress the girls in that Italian Racing Jetpod it's in your best interests to collect all of the sparklers that you can.

OMEBRU OR BUST!

Even with the totally uncool name, Omebru sets you up for the challenges to come. Get used to the sneaky ways of the aliens now and you won't be faced with too many surprises in the future. Here's to the Golden Warpship and all that search for her!



GETTING THROUGH SMALL SPACES

Trust an alien to build a tunnel the size of a Mexomorfian galactic gnat. It looks like you have no chance of squeezing through, but, believe us, there is a way. Just put on your shields and go for it, using the super-thrust to make it through as quickly as possible. Don't worry about the damage as there is a spare pod waiting on the other side.

TAKING ITEMS TO THE MOTHER SHIP

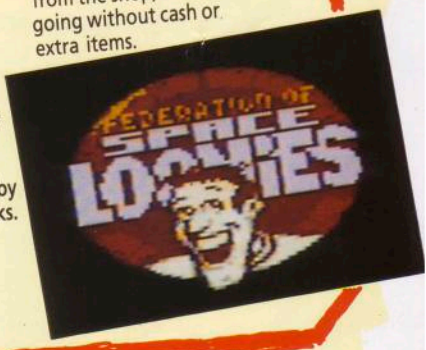
It's one long drive back to your mother so use the teleports to transport your goodies home. Watch out for the crystal snappers though – they can put even the best laid plans to waste!

TOP SECRET FEDERATION FILES

FILE # 001 CLASSIFIED
Save yourself some money! Some intersteller hypermarkets try to fool you into spending hard earned cash on a mapping device. Well, don't. The Navigational Device, which can be found on Mexomorph has exactly the same functions, and, better still, it's free!

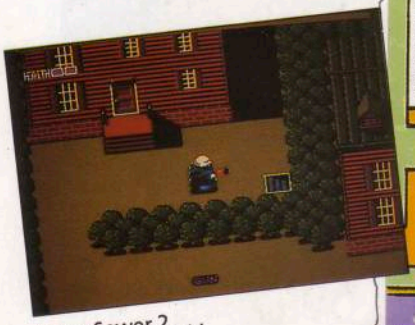
FILE # 002 CLASSIFIED
Once you have collected the Golden Warpship part, and you are about to leave the planet, get rid of your pod by smashing it against the rocks. You will now be in Jetman form, giving you more control in the Cyberzone stages.

FILE # 003 CLASSIFIED
When you reach a new shop, don't buy anything – instead, continue to the planet, and collect the code. This way, when you re-start the game, you will have all of your money to buy any items from the shop, instead of going without cash or extra items.



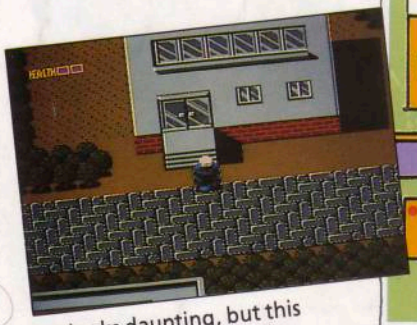
FESTER'S QUEST™

Some yo-yo's reckon it's the sewers that cause problems in this radical game from Sunsoft. Not so – any old Turtle can handle a sewer, it's the world above that gives Uncle Fester trouble! But, hey, don't let it get you down – follow our map, and show the rest of the Addam's family that old Fester isn't a guy to be messed with!

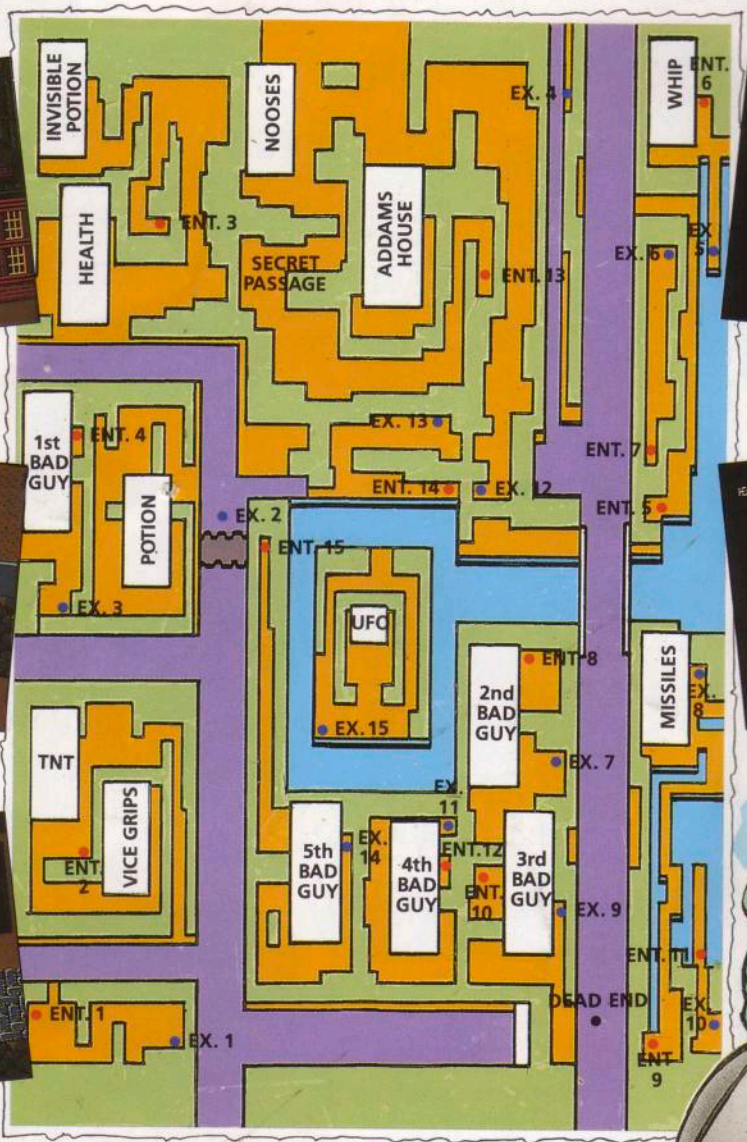


Enter Sewer 2 . . .

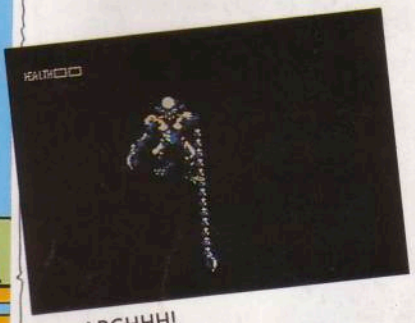
. . . Exit Sewer 2!



It looks daunting, but this house could be helpful.



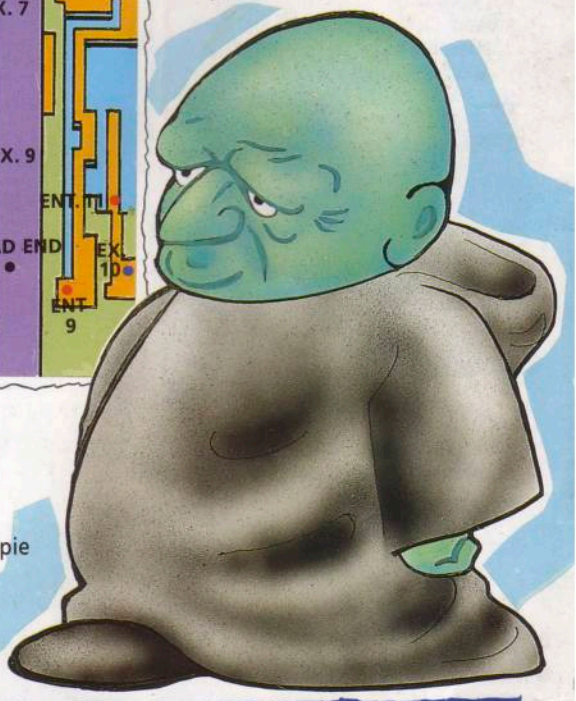
What a nice Thing you are!



ARGHHH!

KEY

● ENT #	ENTRANCE TO RESPECTIVE SEWER
● EX #	EXIT FROM RESPECTIVE SEWER
# BAD GUY	They're all here, from the ferocious McWimpie to the not-so-cute Xybar
(WEAPON)	Collect it here!
(HEALTH)	There's an extra health box on offer!



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